ACTIVISION
HOME COMPUTER SOFTWARE

INSTRUCTIONS

ROCK N' BOLT

HOW TO MOVE UP IN THE WORLD

There's plenty of opportunity in high-rise construction . . . if you want to make it to the top.

Just remember to plan ahead. Minimize mistakes. and work fast.

When you bolt down all the girders on the 1st floor, take the lift to the 2nd, then the 3rd, then the 4th, then the 5th, then the 6th, the 7th, the 8th . . .

The sky's the limit!!!

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OVERVIEW

Build a 100-story building from a puzzle of moving beams. Jump from girder to girder, bolting all of them down in the proper pattern, then return to the elevator and move on to the next floor. Watch your time!

ON THE JOB

- To move up, down, left or right, move Joystick in that direction.
- To begin each round, hop off the hydraulic lift onto a girder.
- To bolt down a sliding girder, position your man directly over the hole and press the fire button. To remove the bolt, press the fire button again.
- To pause for a break, press "O". To return to work, press "O" again.
- To call it quits and start over, press "*".

BLUEPRINT

The blueprint shows you the floor plan for each screen. A floor can be from one to three screens wide.

- If the blueprint is blank, bolt down the girders in any arrangement you like.
- If the blueprint shows the placement of the girders, follow the floor plan precisely.

In either case, make sure you have a way to get back to the hydraulic lift. Then, jump on. It's the only way to continue!

BOLTS

Black bolts mean that the girder is in the right place.
Red bolts mean that the girder is in the wrong place.
Flashing gold bolts earn you bonus money if you land on them.
Flashing green bolts earn you an extra man if you land on them.

MEN AND WAGES

One man is all you'll ever need if you choose the untimed option (number 1), but no wages are earned. You start with three men in both timed options (2 and 3). You lose 1 man if you don't bolt down every girder and jump on the hydraulic lift before time runs out. Earn money for each bolt secured, and lose money for every bolt you undo. Timed option 3 pays better than 2.

TIPS

- Study the floor plan before you start each level. The timer doesn't begin until you move the Joystick.
- Also, temporarily bolting a girder in the wrong place is often the best way to get to the girders that are not connected to any others. But remember, it takes longer to unbolt than to bolt.

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